



Boinx Software.



# iStopMotion<sup>2</sup>

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System Requirements: PowerPC or Intel Mac with Mac OS X 10.4 or higher; Supported Video camera; Webcam, i.e. iSight (internal or external) or Digital Still Camera.

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# WHAT IS iStopMotion?

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If you want to make your own movie telling a story on a shoestring budget, stop motion animation (also sometimes called claymation) with iStopMotion is the way to go. No need for a script, talented actors, a crew, a huge stage. Just bring your toys and your phantasy, hook up your digital video camera, webcam or digital still camera to your Mac and have a go. It is so easy, your kids can do it. Spend your weekend doing something worthwhile with your family. Stop motion animation with iStopMotion is fun for everyone. It challenges your imagination and gives immediate gratification.

<b>EXPRESS/ PRO</b>	<p>iStopMotion Express offers professional tools for stop motion animation. Tell your story. Record video clips with iStopMotion, your Mac and a video camera. Process them with iMovie, Final Cut Express or other editing tools.</p> <p>For film studios around the world iStopMotion Pro offers professional tools to efficiently create commercials, music videos, kids programmes and feature films. Use it with any resolution, even higher than common HD. Image data is saved lossless in full resolution for processing in Final Cut Pro or others.</p>
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## What is Stop Motion Animation?

If you watch a movie, you are actually watching a sequence of still images paraded before your eye at high speed. The movement you see happens because there are small differences from one still image to the next. Early film makers quickly discovered that you could do special effects by shooting the images one by one instead of at full speed. They would make a puppet of a gorilla and build a miniature Empire State Building and put them in front of the camera. In between making images they would make subtle changes to the gorilla, bringing it to life when the final movie was played. And now you can do it at home with iStopMotion.

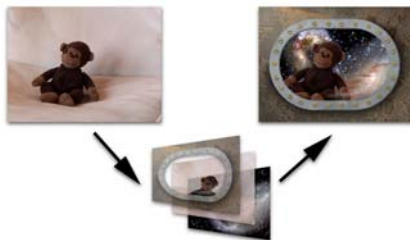
## WHAT IS NEW IN iStopMotion 2?

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Through the last two years of development, we at Boinx have tried to make iStopMotion more powerful for the professional users, yet retain the ease of use that enables even young kids to have fun using the product at home and at school.

- The user interface has been redesigned from the ground up and is now split into three basic sections, each representing a step in the animator's workflow: recording, viewing and compositing.

- With the new facility to use images and movies as foreground and background objects you can now put your animation characters into virtual scenes. When using backgrounds, a part of the recorded frames will be cut out (this is known as ‘chroma keying’).



To meet needs of the professional, features like rotoscoping have been introduced. This allows the you to create lip- or video-synced animations by using a reference track. Amongst lots of other improvements there is now full support for pixel aspect ratios other than 1:1, as usual in most TV formats.

The new timeline offers a much richer overview of each single frame, the sound track, as well as foreground and background elements. Recording real-time video is possible too — it is now much easier to record falling objects, for example.

## INSTALLING YOUR LICENSE

To use the full functional range of iStopMotion, you need a valid license. A license can be obtained using the built in purchase assistant that pops up at the first start, by selecting Buy Now... from the iStopMotion menu, or from our website. If you bought a boxed version, the license key is printed in the manual.

How to install your license:

1. Preparation
  - a. If you have your license in an email message, select the whole license message and copy it to the clipboard. (Choose Edit/Select All, then choose Edit/Copy)
  - b. If you have the license printed on paper, just continue with 2. and 3b.
2. Open iStopMotion.
  - a. If the setup assistant appears, click Install License.
  - b. Otherwise choose iStopMotion/Licenses. Click Install License.
3.
  - a. The license key will be automatically added to iStopMotion and a message informs you about the new license. If you In case something did not work a dialog opens where you can paste or enter your license data.
  - b. A dialog opens that allows you to manually enter your license data. Enter the license and click OK.

After these steps, you license is installed.

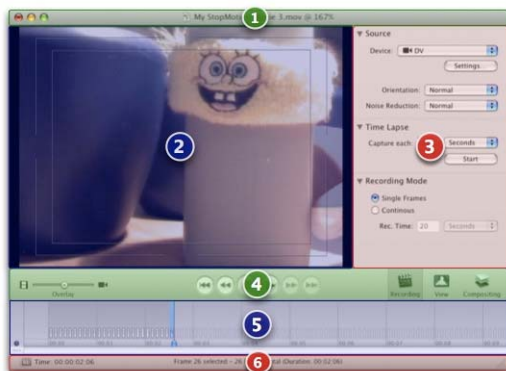
You can check the license status any time by choosing iStopMotion/Licenses. Follow the instructions in that window.

## THE USER INTERFACE

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### The document window

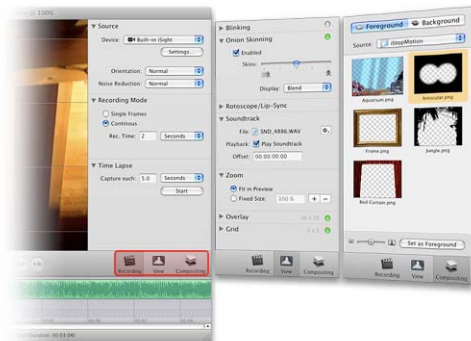
While working with iStopMotion you will mostly interact with the document window, shown here.



1. Title bar: In the title bar of the main window you will find (next to the standard items) the file name in the middle with the zoom value next to it.
2. Preview area: Here you can see, depending to the overlay slider below, the live video, the last recent frame of your movie or an overlay of both.
3. Sidebar: In the sidebar you can define settings for recording, view and compositing if necessary. See "Sidebar" on page 8
4. Tool bar: Next to the overlay slider this area contains the transport controls and buttons for switching the sidebar. See "Tool bar:" on page 13
5. Timeline: The lower part of the windows contains the timeline that primarily displays the recorded movie as well as other types of used media. See "Timeline" on page 12
6. Status bar: The status bar gives information about the current position, the selection as well as further status information.

# Sidebar

The sidebar is split up in three different regions that can be accessed by the three corresponding buttons below the sidebar (outlined in red in the picture above). By clicking the button corresponding to the current pane a second time, the sidebar can be removed completely.



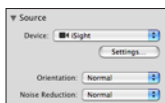
The regions of the sidebar are described in their corresponding sections:

## Recording

### Source:

The input device can be chosen from the “Device” pop-up menu. The selection of available cameras is displayed here.

From the Settings... button you have access to detailed settings for the selected camera.



Sometimes it won't make sense or it is simply not possible to use the camera in its natural orientation, therefore you can flip or rotate the camera's picture.

To reduce image noise you can use the “noise reduction” feature. In three steps you can define the amount of noise reduction applied by iStopMotion to enhance image fidelity.

### EXPRESS/ PRO

Noise reduction is only available in iStopMotion Express and Pro.

### Recording mode:

With stop-motion animation, most of the time will be spent capturing single frames, but sometimes it might be handy to be able to capture continuous video. For example recording falling objects or zooming is much easier this way. You can therefore switch iStopMotion to continuous mode. If this mode is set, pressing the record button will record





continuous video for the specified time. This video will be put to the timeline as single frames and can be edited just as normal captures.

<b>EXPRESS/PRO</b>	Continuous recording mode is only available in iStopMotion Express and Pro.
<b>NOTE</b>	Please note that the continuous video will also be saved uncompressed to the movie. This means that recording much video will lead to very large amounts of data. If you are planning to record longer sequences, we recommend recording in a separate editing/recording application.

*Time lapse:*

Often it is handy to be able to capture frames automatically at a specified interval, for example to record a flower blooming. This is what time lapse is for.



You just need to enter the time lapse capture interval and press Start. iStopMotion will now capture frames at the given interval until you press Stop.

<b>NOTE</b>	If a still camera is used, the interval must be greater than the time it takes to transfer the image over the camera's USB connection. This varies considerably based on camera model and image size (mega pixels) captured, but is usually between 5 and 20 seconds.
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**View**

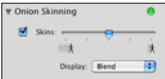
*Blinking:*

When blinking is enabled, iStopMotion switches (at an adjustable speed) between live preview and the previously captured image. This makes it easier to compare differences between the two images. To tell which image is the live preview, iStopMotion will add a red dot to the image if the “Mark source image” option is checked.



*Onion Skinning:*

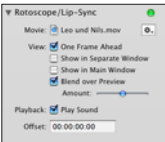
Onion Skinning is very handy to realize motion. Depending on the value of the “Skins” slider, a certain number of recent slides will be shown under the live image. By altering the “Display” value you can switch between different modes: “Maximum” brings the object to the front if it is very bright. If the target object is rather dark, the value “Minimum” will show it more clearly.



*Rotoscope / Lip-Sync:*

To make an animation of inanimate, anthropomorphic objects (such as clay men) more realistic, it's very helpful to record the motion using a real actor first, and then building the stop motion movements according to this reference movie.

iStopMotion 2 includes this function, called rotoscoping. It adds a view containing the reference movie next or overlaid upon the live preview.



Clicking the action button lets you choose a rotoscoping movie file that will then show up in the timeline. The same button also let's you also remove that movie.

If “One frame ahead” is checked, the reference movie is shifted one frame ahead relative to the animation. “Show in separate window”, “Show in main window” and “Blend over preview” changes the position of the rotoscope inside iStopMotion.

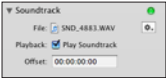
“Play sound” activates playback of the rotoscope sound track.

By setting an “Offset” you can temporally position the rotoscope movie relative to your animation.

<b>EXPRESS/ PRO</b>	Rotoscope / Lip-Sync is only available in iStopMotion Express / Pro.
<b>NOTE</b>	You can only use one rotoscope track per project. In case an imported rotoscope movie contains more than one video track, iStopMotion only displays the first video track of the movie. This also applies to sound tracks contained in this rotoscope movie.

*Sound track:*

Movies gain liveliness by using sound, so one of iStopMotion's capabilities is that of importing a sound track. With the handy waveform view it is possible to visualize distinctive parts of the audio, such as beats and silence.



If “Play sound track” is checked the sound track will be played back as soon as the playback button is pressed. The “Offset” time can be set to shift the sound track relative to the video frames.

<b>EXPRESS/ PRO</b>	Sound track is only available in iStopMotion Express / Pro.
<b>NOTE</b>	You can only use one sound track per project.

*Zoom:*

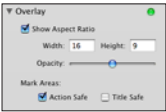
By default the preview movie is always scaled to fit the window. You can alter this setting by switching to “Fixed size” and then enter the desired value.



<b>NOTE</b>	This only affects the on-screen display, not the project video dimensions.
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*Overlay:*

Most camcorders record in 4:3, still cameras even in 3:2. To simulate a 16:9 source or another aspect ratio you may like to use, you can choose to display the live preview cropped down to another aspect ratio.



“Action safe” and “Title safe” includes the corresponding markers used in TV production.

*Grid:*

To align objects exactly, iStopMotion offers an overlay grid. With this, you can adjust the horizontal and vertical divisions of the grid, which are then blended over the live preview.



# Compositing

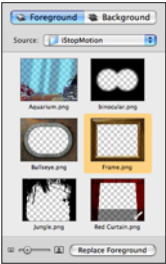
## Foreground:

Sometimes it is nice to have a foreground in front of the animation, like a curtain or a picture frame.

You need to use a picture which includes opacity (or “alpha channel”) information to act as a foreground. PNG and TIFF are two image formats which can include opacity data.

By clicking “Source”, you can select a source folder that will be scanned for images. Now you need only to select an image from the image browser and click “Set as Foreground” to apply it to your animation. If you want to use video elements, be sure that they also contain opacity data.

To remove the foreground, just click “Remove foreground”.



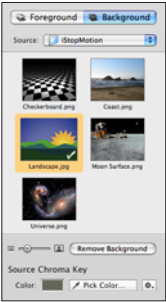
<b>NOTE</b>	As the intended use for iStopMotion in creating stop motion clips and not editing film material, only one foreground can be used per project.
<b>EXPRESS/PRO</b>	You can only use your own foreground and background images with iStopMotion Express / Pro. iStopMotion Home offers only the use of supplied images.

## Background:

“Background” contains one of the special new features of iStopMotion 2: Chroma keying. To add a background, you first need to set a background image or movie. Click “Source” and select a folder containing your background footage. Then you can select them from the image browser. After selecting one, click “Set as Background”, activate “Chroma keying” and select the background element. iStopMotion will now try to detect the background color automatically. It searches for the most common color in the current preview. This means it would be helpful to use a uniform background with a color that isn't present on the target objects.

In the case that the doesn't work as you wish, you have further possibilities to adjust it.

By clicking “Pick color”, the mouse pointer changes to an eyedropper with which you can select the color from the image. By clicking the action button (with the gear icon), you can access “Advanced settings” and “Auto detect color”.



<b>NOTE</b>	The chroma keying settings are only applied to the frames recorded after setting the chroma key.
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There is no single solution good for all situations, but in most cases the results of the auto detection are suitable with an appropriate background.

## Advanced Settings:

Use the panel "Advanced Settings" to control more details of chroma keying. There are additional controls to adjust the range and the feather of the chroma keying.

<b>NOTE</b>	As the intended use for iStopMotion in creating stop motion clips and not editing film material, only one background can be used per project.
<b>EXPRESS/ PRO</b>	You can only use your own foreground and background images with iStopMotion Express / Pro. iStop-Motion Home offers only the use of supplied images.

## Timeline

The timeline contains all your captured frames and you can view and edit them here. To help you identify and select individual frames, they are magnified as your mouse pointer moves over them, in a similar fashion to the Mac OS X Dock.



The timeline offers the usual range of selection and editing tools as well as Drag&Drop. The Edit menu or the context menu on the frames offer common commands.

Furthermore the timeline offers additional tracks to sound, foreground and background images and movies, as well as the rotoscope track. In the screenshot above you see a timeline containing all possible tracks. From top to bottom there are

- foreground track,
- background track (containing motion video),
- rotoscope track movie as a reference,
- sound track, as well as
- captured frames.

Sound data usually offers more useful temporal information than images for precise animation. Therefore the thumbnails are faded out when hovering with the mouse in favor of the sound data. The mouse pointer indicates that clicking the track will play it from the mouse position.

The left edge of the timeline offers controls to deactivate/activate single tracks. Some context menus of the tracks offer additional functionality.

The small clock symbol at the very bottom is for switching between timecode and frame count based display.

"Min" and "Max" (only visible if affected tracks are present) toggles between the normal and a minimized display of the timeline. Minimizing the timeline display can be helpful if you don't need to see all details or need to save valuable screen space.

A vertical line shows the current playback and editing position in the movie.

## Tool bar:

The Tool bar is the central part of the iStopMotion window.



It contains three groupings of controls, labelled numerically in the picture above:

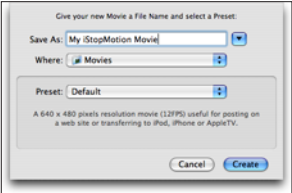
1. **Overlay slider:** The overlay slider makes it possible to fade between live preview (right) and the captured movie (left) seamlessly.
2. **Transport controls:** This section offers (next to the standard elements) the record button(s). If you are using a video camera there is one record button. As soon as a still camera is detected a second record buttons appears, the left one is for capturing a preview image, the right button then inserts this image to the timeline. This makes it possible to preview images before adding them.
3. **Sidebar switch:** On the right hand side, you will find three buttons to switch between recording, view and compositing panes in the sidebar. You can also hide the sidebar completely by clicking again on the selected button.

## YOUR FIRST ANIMATION

In this tutorial you will learn how to create a new iStopMotion document and how to create a simple animation. By following along you will get to know the most important tools of iStopMotion.

# 1. Create a new iStopMotion project

Upon opening, iStopMotion creates a new movie and presents a dialog, requesting a file name and a preset for the movie. (If this does not occur, it has been disabled. You can create a new document by selecting "File/New" at any time.)

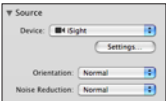


- Enter a name for your movie or keep the default name, "My iStopMotion Movie".
- Select a folder in which to store your project from the popup menu labelled "Where". By default this will be your "Movies" folder.
- Choose the "Default" preset, as this is generally suitable for display on a lot of devices such as Apple's iPod, iPhone, and AppleTV.
- By clicking Create your settings are stored and an empty movie is created.

# 2. Choose an image source

In order to record frames in iStopMotion you need to choose the device (video camera, webcam, still camera) to be used for capturing. A live preview of that device will be shown in the preview area. In case the content of the preview area is not what you expected, you need to select the correct camera:

- If your computer is equipped with an internal iSight or if you have already connected an external video camera, a live video feed will be displayed in the preview area. Otherwise you should connect a camera now.
- In case it is not already visible, open the Source module in the sidebar by clicking the button labelled "Recording" in the toolbar.
- If there is no video, click the pop-up menu labelled "Device" and select your camera here. All connected cameras should be listed here.
- Your camera will now be displayed as the video source.



<b>NOTE</b>	As still cameras are not able to transfer a live image stream, you will only see an image from a still camera after creating a preview manually. Create a preview by clicking the left record button in the toolbar.
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# 3. Position your camera and objects

- Position your camera to capture the target scene. Make sure you have enough space for your 'actors'.
- It is recommended to keep the camera position fixed and only move the objects being filmed.
- Put your object(s) in a suitable position to start the sequence.

## 4. Capture your first frame

If you are working with a video source you can now just click the record button to insert the current preview into the movie. If you are working with a still camera, first press the left record button (as described above) to generate a preview. Take multiple previews until you are satisfied with the result. Now, using the right record button insert that preview image into your movie.

## 5. Bring life to your objects

A movie consists of a lot of single images. Two images of a movie usually only differ a little. Playing back lots of images in a rapid fashion will result in apparently fluid motion to the human eye.

- Move your objects by a small amount in one direction.
- Capture another image by clicking the record button. Repeat these two steps until you have at least captured one second of movie.

### NOTE

If you selected the preset “Default” for your movie, you need to capture 12 images for each second of movie. Please note that there are only very minimal changes required to achieve fluid movement.

- Just in case you captured a frame you don't like, you can simply delete it. Selecting the frame in the timeline at the bottom of the window and choose “Edit/Delete”.

## 6. Play your movie

Once you have recorded enough frames, you can make a movie. Clicking the play button will play back the movie in the preview area.

### NOTE

In order to smoothly play back the images, iStopMotion needs to create a playback movie. This may require some time to complete.

Congratulations, you just created your first stop motion movie!

## More control over your animation

iStopMotion offers various tools to give you better control over the movement of your objects.

- Using the overlay slider you can crossfade between the last captured image and the real-time preview of your camera. This helps you to inspect the resulting image in the movie, the live preview or compare those two images.
- The “Blinking” function in the “View” sidebar switches the live preview of the selected source on and off at a selectable rate. In combination with the preview slider in the toolbar you can evaluate the movement between the last and the next frame.



### NOTE

This function also helps you align objects that have been moved accidentally. Move the object in question until you no longer see a difference when blinking.

- An even better overview is provided by the “Onion Skinning” function that you can also find in the “View” section of the sidebar. With this feature you can track the lapse of animation stills on up to five frames. Use the slider to set the number of frames to look back.
- The “Grid” function, again located in the “View” sidebar, helps in creating steady linear movements. You can, for example, set up 20 columns and move an object exactly to the next column in each frame.

If it is necessary to record some continuous video, a falling object for example, or a zoom, you can switch the recording mode to “Continuous”. This feature can be found in the “Recording” section of the sidebar. Choose the duration of your recording. When you press the record button in the toolbar, the recording will be started.

<b>EXPRESS/ PRO</b>	The module “Recording Mode” is only available in iStopMotion Express and Pro.
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## Further processing your movie

When you are done capturing frames, you can export your movie to its final state or for post-processing in another application, such as iMovie. Select “File/Export” and choose a setting.

- To distribute the movie on the internet or via email, MPEG-4 (at 320 by 240 pixels), would be quite suitable. If you prefer to edit it in another application first, you should go for a DV setting (either 16:9 or 4:3) depending on your movie settings.
- To edit the export in iMovie ‘06, open iMovie, create a new project and drag your clip to the clips section in the right hand column. Then drop it in the timeline and start editing.
- To edit the export in iMovie ‘08, open iMovie, create a new project and select “Import Movies” from iMovie’s File menu. iMovie will now import the movie and the create skimming information. After this is done select your exported video clip. It will be put in the Event Library. Now you can skim through the movie and place the desired clips to the workspace.

# TIMELAPSE RECORDING

A time lapse recording is essentially a movie that runs faster then reality. It is therefore especially useful to illustrate slow movements. This tutorial will guide you to creating a time lapse movie in iStopMotion. While following along you will get acquainted with some basic tools of iStopMotion.

## 1. Create a new iStopMotion project

See “Create a new iStopMotion project” on page 14

## 2. Choose an image source

See “Choose an image source” on page 14



### 3. Position your camera and objects

- Position your camera to capture the target scene. Make sure your target object will stay visible during the recording.
- It is recommended to keep the camera position fixed and only move the objects being filmed.

### 4. Calculate the time interval between two frames to be captured

In order to calculate an appropriate time interval you first need to consider the following parameters:

- How long is the event that you plan to capture going to last? The blooming of a flower could take 8 hours, for example.
- How long should the resulting movie be? Let's say you want a movie 2 minutes in length.
- What frame rate should the movie have? (In case you are using the "Default" preset that would be 12 frames per second.)

To determine which interval is needed, all you have to do is a quick calculation:

Total number = length of the movie (in seconds) • frame rate of the movie

Interval (in seconds) = event duration (in seconds) ÷ total amount of frames

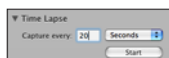
This for example means:

Total number = 120 seconds • 12 frames per second = 1440 frames

Interval = 28,800 s (8 hours) ÷ 1440 frames = 20 seconds per frame

### 5. Enter the time interval in iStopMotion

To enter the time interval, open the "Recording" sidebar. In there you will find the "Time Lapse" module. Enter the calculated interval into the "Capture every" field and set the time unit in the popup menu to "Seconds".



#### NOTE

Using still cameras usually requires values of at least 20 seconds as transferring high resolution images over a USB connection takes rather long.

### 6. Starten der Zeitrafferaufnahme

- Start recording by clicking Start in the "Time Lapse" module.

- A count down in the module as well as a small clock symbol on the record button indicate that a time lapse recording is running. iStopMotion will now capture frames at the given interval and place the images into the timeline.

<b>NOTE</b>	To preserve battery power on laptop computers you can put the overlay slider in the toolbar to the very left towards the movie icon. This will disable time and power consuming calculations between frames. Video cameras usually fall into some sort of sleep mode in case they are not being for a longer period of time. While this function is useful when filming it can be annoying when working with a computer as it will stop any time lapse recording. Usually the following two precautions help preventing sleep mode in video cameras: 1.Remove any video tape from the camera. 2.Connect the video camera to a power outlet.
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## 7. Stop the recording

You can stop recording at any time by pressing the Stop button in the “Time Lapse” module. The movie can now be played.

## Further processing your movie

When you are done capturing frames, you can export your movie to it's final state or for post-processing in another application, such as iMovie. See “Further processing your movie” on page 16

# REFERENCE

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## Menu

### **iStopMotion**

#### *About iStopMotion:*

Shows a window with version information and credits.

#### *Software Update:*

iStopMotion checks if there is a new version available from Boinx Software. An internet connection is required.

#### *Feedback:*

Enables you to provide feedback directly to Boinx Software. Here you can send support requests or give feedback about or request features for iStopMotion. An internet connection is required.

#### *Preferences:*

Here you can set all your preferences for iStopMotion. See “Preferences” on page 21

## Licenses:

This opens the license window. Here you can view and manage existing licenses, as well as buy or install new licenses. See “INSTALLING YOUR LICENSE” on page 6

## Buy now:

Opens an assistant that guides you through the process of buying a suitable license. This wizard also gives allows you to request a demo license.

## Register:

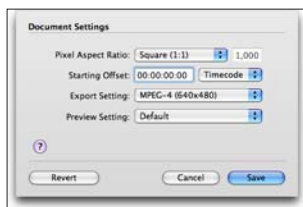
In case you bought iStopMotion through a sales partner, we recommend registering the product with the developers, Boinx Software. Registering brings you advantages such as easier support and access to free updates via the internet. If your license is already registered with Boinx or if registering is not necessary this menu item is unavailable.

## File

Aside the standard items, you'll find the following specific functions in the File menu:

### Document settings:

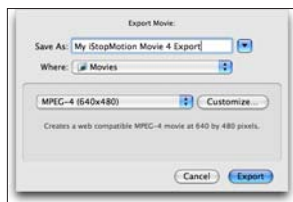
Here you can set the pixel aspect ratio, starting offset, export settings and preview settings even after the document has been created. Please note that it is not possible to change the resolution or the frame rate of an existing document.



### Export:

This opens a pane to export the movie to a specific format, for example for targeting the iPod.

You can select the file name, the location and the desired format. To create a non-standard export, click “Customize” and specify your own export settings. After clicking “Export”, iStopMotion exports your movie to the specified location.



### Export selection/As movie/As Images:

This exports the selected part of the movie. If you ‘export as movie’ you get the same settings as above, whilst ‘as images’ outputs PNG-format images to the folder you specify.

<b>PRO</b>	Send to Final Cut Pro: Here you can export your movie for Final Cut Pro. iStopMotion writes a Final Cut Pro Interchange file that transports as much information as possible to FCP.
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<b>NOTE</b>	As Final Cut Pro can only handle movies with 25 or 30 frames per second, you need to set the movie parameters appropriately upon creation, if you intend to use FCP during production. Furthermore, Final Cut Pro is not able to handle movies containing a variable timebase. Therefore you may not use the “multiple captures” feature (keys 0 to 9 on the numeric keypad) in movies that are destined for Final Cut Pro. Final Cut Pro Integration requires Final Cut Pro 5.1 or later.
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## *Print flipbook:*

This creates a printable flipbook of your movie.

## **Edit**

Aside from standard features like mark, delete, copy, paste and cut that are applied to the selected frames of the timeline, you'll find the following specific functions in the Edit menu:

### *Reverse order:*

This reverses the order of the selected frames in the timeline.

### *Edit in <external application>:*

Opens the selected frames directly in the application you have set in the preferences. There you can edit frames individually or batch process them. After saving from the external application the files will be re-imported into iStopMotion.

## **Source**

### *Device:*

Here you select the recording device to use.

### *Device Settings:*

From this menu item you can adjust specific settings for individual devices.

### *Recording mode:*

You can switch between capturing single frames or recording in continuous mode.

### *Orientation:*

If necessary, you can mirror the source image horizontally or vertically, or rotate it by 180 degrees of arc.

### *Noise reduction:*

In adverse lighting conditions some cameras produce noisy pictures. With this setting, you can activate a software based noise reduction.

<b>PRO</b>	Noise reduction is only available in iStopMotion Pro.
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## Test still camera:

Using this wizard you can test the compatibility of your digital still-frame camera with iStopMotion.

## Movie

All settings in here can be found in the document window (See “The document window” on page 7), the only exception is:

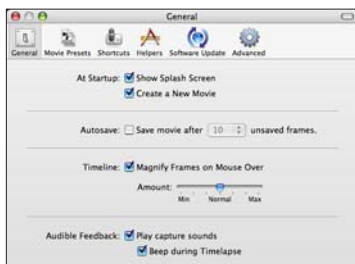
### Import Images:

iStopMotion does not only allow you to capture frames from a camera, but you can also import pictures previously taken. You can either drag and drop them onto the timeline or import them using this menu item.

## View

All menu items available here can be found in the View section of the sidebar. See “View” on page 9.

## Preferences



### General

#### Show splash screen:

Enables or disables the image that is displayed when iStopMotion is opened.

#### Create new movie:

Here you can decide whether iStopMotion automatically creates a new movie upon start.

#### Autosave:

iStopMotion gives you the option of saving your movie after a certain number of frames have been captured, to protect your work against unforeseen events such as a power outage. In the pop-up menu you can select after how many new frames have been captured that iStopMotion should save your project.

## *Timeline:*

To enhance the visual experience iStopMotion magnifies the individual frame in the timeline while hovering with the mouse. Here you can restrict, enlarge or prevent the magnification.

## *Audible feedback:*

You can decide whether iStopMotion plays a sound when capturing a frame, and if so, whether it should do the same even during time-lapse recording.

## **Movie Presets**

Movie presets are new concept in iStopMotion 2. With them, you can use common film formats without needing to have in-depth background knowledge. iStopMotion already offers presets for various formats but you can also create your own presets for future use. The presets included in iStopMotion are oriented towards the output format. So if you'd like to produce for a North American television, for example to put on a DVD and send to friends in North America, you should use the NTSC setting.

Using the + button below the list lets you add own presets. If an existing preset is selected while pressing this button its settings will be copied to the new one for modification.

By clicking — you can remove presets you have previously created. The pre-installed presets cannot be removed.

“Info” lets you edit your own settings or view the pre-installed ones.

To prevent a preset from showing up in the “Create movie” dialog uncheck the box in front of it.

Movie presets can include all of the following values. If fields are left blank they have to be filled in upon creation of the movie.

**Preset Name:** The name visible in the Presets menu of the “New Movie” dialog.

**Width/Height:** An iStopMotion movie always has to have a certain pixel size.

**Pixel Aspect Ratio:** This value is the aspect ratio of one pixel in the movie. You can chose a standard value from the pop-up menu or select “Custom” to enter your own values. To display a movie on a computer screen, Square (1:1) is the best choice.

**Frame Rate:** Here you can define how many images will be displayed per second if the movie is playing.

**Starting offset:** If necessary you can set the start timecode of the move.

**Comment:** A short description of the preset helps the user when choosing a preset in the “New Movie” dialog.

**Default Path:** To ensure a quick and safe start, you can define a default directory in which the movie should be saved.

**Export Preset:** As iStopMotion saves the captured frames uncompressed in the project file, you might want to export to another video format to be able to play the movie in other applications (or devices). Here you can define which format should be used.

**Preview Preset:** To ensure a judder free playback of the preview movie, iStopMotion needs to convert the animation movie to a temporary, intermediate format. You may select what format is used here. This doesn't affect the project movie at all.

**Visibility:** This defines whether the preset is displayed in the “New Movie” dialog.

## **Shortcuts**

In iStopMotion 2 you can define shortcuts for various functions. Every shortcut can be triggered by a hotkey as well as by a speech phrase. Furthermore, you can deactivate every shortcut.

In the table you can see all shortcuts grouped by functionality. Double clicking a shortcut or speech phrase will make it editable.

Below the table you can activate or deactivate speech recognition. Please note that this is based on Apple technology and is only available in English.

You should only activate this if you are planning on using it, as it needs processing power and may produce unwanted effects due to misinterpretation or background sounds.

At the very bottom of this window, you can set the shortcuts to factory defaults by clicking “Revert to Defaults”.

## **Helpers**

To edit image frames in an external application, you can choose an image editor here. You can then edit frames in this application by right-clicking or control-clicking on them in the timeline.

## **Software update**

To ensure that you always have the latest version installed, you can set the interval at which iStopMotion should check for product updates on the internet. You need an internet connection for this functionality.

Independently of the chosen interval you can immediately check for an updated version by clicking “Check now”.

If you also want to be notified about beta versions that Boinx may make available from time to time, make sure the corresponding option is checked. Beta versions are experimental, unfinished and may not be well tested. They may contain bugs resulting in crashes or loss of data! You should not consider beta versions for production usage.

# Advanced

NOTE	Only change these settings if really necessary.
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**Video Hardware:** If there is any reason to release the video device while it is not used by iStopMotion, you can enable this here. This may be required if you need to use the same camera in another application, such as iChat.

**Temporary Folder:** Here you can change the directory that iStopMotion uses to store temporary files. For performance reasons, ensure that you select a directory on a local volume (not over a network).

**Preview Movie Rendering:** This is the number of frames after which iStopMotion renders a new background movie in the background. This can entirely be switched off by unchecking the checkbox.